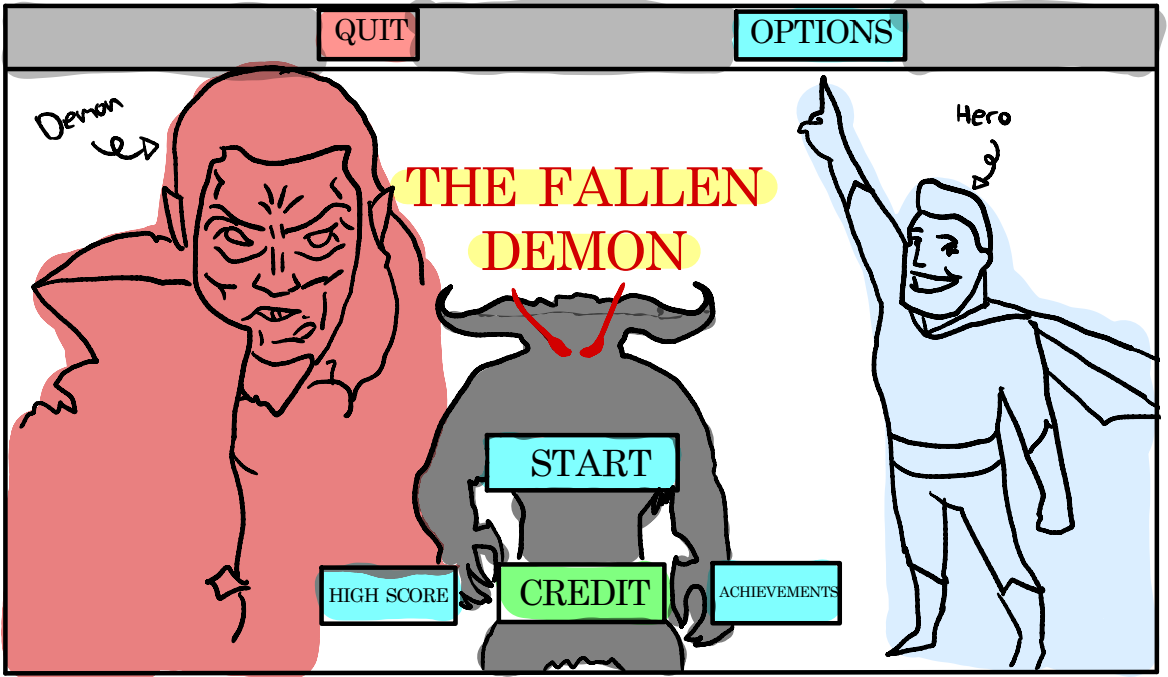


MENU



IN-GAME

